

System	Rising Action - Fixed an issue where an emergency dodge was cancellable. Counter Attack - Fixed an issue where some character's counter crash didn't execute smoothly. - Fixed an issue that Super Armor accidentally activated in the next attack after action had been suspended by receiving an attack before activating Super Armor Guard - Increased damage reduction rate after receiving consecutive chip damage while successfully guarding.
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Character Name	Adjustments
Shoto Todoroki	Plus Ultra - Reduced homing distance of the aerial version. - Reduced guard-side recovery frame for the 1st hit of the aerial version.
Denki Kaminari	Counter Attack - Adjusted to make Force Knockdown easier to apply with the aerial version. - Reduced damage-side recovery frame of the aerial version.
Kyoka Jiro	Target Combo - Adjusted knockback direction for the final hit of the aerial version to be more downwards. Counter Attack - Adjusted to weaken the knockback and strengthen the downward movement of the finishing part. Quirk Skill 1 - Increased duration of the normal sound wave. - Shortened charge time of hold version. - Increased hold version's sound wave projectile speed and flying distance. ▼Rising Rising Ability - Changed the sound wave to a counter-crash compatible skill. - Changed so that the movement can be knocked back upon hit. - Increased hit stop duration. - Changed to prevent the sound wave from activating by steep descent and ground dash. - Adjusted to delay activation timing of sound wave when jumping and dashing in mid-air.
Shota Aizawa	Quirk Skill 4 Changed so that the guard stamina-gauge can be depleted without hold.
Gran Torino	Plus Ultra Enhanced tracking performance of the aerial version.
Dabi	Target Combo Reduced recovery time for the aerial version.
Himiko Toga	Transform - Fixed an issue where the character received double slip damage while transforming during status ailment along with slip damage. Target Combo - Increased homing speed of the aerial version. Counter Attack - Increased damage of both the ground and aerial versions. Unblockable Attack - Increased damage. Quirk Skill 1 - Added hitbox when transforming. - Added a feature to be capable of cancellation from Target Combo, Unblockable Attack and Quirk Skill4 during the transformable state. Quirk Skill 2 - Enhanced homing performance of both the ground and aerial versions. - Sped up generating bullets of both the ground and aerial versions. Charged Quirk Skill 2 - Added two knives left and right respectively. Quirk Skill 4 - Increased homing distance of both the ground and aerial versions. - Fixed an issue where moves could be activated multiple times in mid-air.
Stain	Quirk Skill 2 - Shortened recovery time for the ground version. - Shortened guard-side recovery frame.
Muscular	Target Combo - Enhanced tracking performance of the ground version. - Enhanced tracking performance of the aerial version. ▼Rising General - Fixed an issue so that damage attenuation does not occur. Target Combo - Enhanced tracking performance of the ground version. - Enhanced tracking performance of the aerial version. Quirk Skill 3 - Increased homing distance.
Mirio Togata	Quirk Skill 1 - Fixed an issue where the character became unattackable under specific conditions. Quirk Skill 2 - Adjusted to make the 1st hit in mid-air easily knocked down. Quirk Skill 4 - Changed to keep the guard status active until grab detection.
Nejire Hado	Target Combo - Reduced recovery time for the 1st hit of the ground version. - Reduced recovery time for the 2nd hit of the ground version. - Reduced recovery time for the 1st hit of the aerial version. - Reduced recovery time for the 2nd hit of the aerial version. Counter Attack - Sped up attack generation speed. Quirk Skill 1 - Changed so that cancellation is possible upon hit with Quirk Skill 2, Quirk Skill 4 and Charged Quirk Skill 2. - Enhanced tracking performance. Charged Quirk Skill 1 - Changed so that It causes Force Knockdown more easily when used in combos. Quirk Skill 2 - Changed so that cancellation is possible upon hit with Quirk Skill 1 and Charged Quirk Skill 1. - Enhanced tracking performance for the 1st hit. - Increased hitbox duration for the 1st hit. - Changed so that it causes Force Knockdown more easily when used in combo(s). Quirk Skill 4 - Changed so that cancellation is possible upon hit with Quirk Skill 1 and Charged Quirk Skill 1. - Changed knockback direction of the Quirk Skill 4.
Mina Ashido	Target Combo - Increased tracking performance of the aerial version. Plus Ultra - Adjusted the movement when an opponent dodges the aerial version. ▼Rising Rising Ability - Enhanced ground acid hitbox size and duration.
Camie Utsushimi	Normal Combos Adjusted cancellation timing to make hits stable.
Seiji Shishikura	▼Rising Rising Ability - Adjusted so that a grabbed enemy will not be off the grab range due to damage by automatic flesh projectile attack. - Adjusted damage direction.
Sir Nighteye	Target Combo Reduced recovery frame of the 2nd hit of the ground version when guarding.
Gang Orca	Plus Ultra Increased hitbox size of the aerial version.
Kai Chisaki	Target Combo - Adjusted the 2nd hit's knockback distance of the ground version. Quirk Skill 2 - Reduced guard-side recovery frame for the ground version. - Reduced guard-side recovery frame for the aerial version. ▼Rising Quirk Skill 1 - Reduced guard-side recovery frame for the ground version. - Reduced guard-side recovery frame for the aerial version. Quirk Skill 2 - Reduced guard-side recovery frame for the ground version. - Reduced guard-side recovery frame for the aerial version. - Adjusted so that it is easier to cause a knockdown of both the ground and aerial versions. Quirk Skill 3 - Reduced guard-side recovery frame for the ground version. - Reduced guard-side recovery frame for the aerial version.
Mr. Compress	Target Combo - Increased the 3rd hit's knockback distance of the ground version. Counter Attack - Increased damage-side recovery frame for the ground version. Quirk Skill 4 - Increased knockback distance of the ground version. ▼Rising Normal Combos - Changed combo routes of Normal Combos of the ground version. Quirk Skill 4 - Adjusted so that the sidekick change-effect is limited to a maximum of three times per one combo.
Tomura Shigaraki	Target Combo - The ground 3rd hit's hitbox size is increased. - The ground 4th hit's hitbox size is increased.
Izuku Midoriya Full Cowl 100%	Unblockable Attack Increased damage.
Mei Hatsume	Quirk Skill 4 Changed so that its aerial version can attack three times without landing.
Itsuka Kendo	Unblockable Attack - Changed damage-side knockback movement. Quirk Skill 2 - Increased recovery time for the ground version when attacking the opponent. - Increased recovery time for the aerial version when attacking the opponent. - Changed so that the rock disappears when guarding the1st hit rock of the ground version. - Changed so that the rock disappears when guarding the1st hit rock of the aerial version. - Reduced damage-side recovery frame for the 1st hit rock of the ground version. - Reduced damage-side recovery frame for the 1st hit rock of the aerial version. - Reduced guard-side recovery frame for the 1st hit rock of the ground version. - Reduced guard-side recovery frame for the 1st hit rock of the aerial version. - Changed so that the 1st hit rock of the ground version is no longer applicable to Counter Crash. - Changed so that the 1st hit rock of the aerial version is no longer applicable to Counter Crash. - Reduced guard-side damage amount for the 2nd hit rock of the ground version. - Reduced guard-side damage amount for the 2nd hit rock of the aerial version. Plus Ultra - Enhanced tracking performance of the aerial version. ▼Rising Normal Combos - Changed combo routes of Normal Combos of the aerial version. Quirk Skill 2 - Adjusted tracking performance of the 1st hit of the aerial version. - Changed so that follow ups transition to just-follow-ups when they perform at any timing to the 2nd hit rock of the ground version. - Changed so that follow ups transition to just-follow-ups when they perform at any timing to the 2nd hit rock of the aerial version. Quirk Skill 4 - Enhanced tracking performance of the aerial version.
Nomu	Target Combo - Increased damage-side recovery frame for the 1st hit of the ground version. Counter Attack - Reduced knockback speed of the ground version. - Increased damage-side recovery frame for the ground version. - Reduced attack-side recovery frame for the ground version. Quirk Skill4 - Fixed an issue where the opponents' attacks no longer hit after completing the ground version. - Fixed an issue where the opponents' attacks no longer hit after completing the aerial version. - Changed so that the move is no longer cancellable to Counter Attack of both the ground and aerial versions. - Reduced homing speed of both the ground and aerial versions.
Hitoshi Shinso	Quirk Skill 2 - Changed so that recovery time is no longer cancellable by guard. - Adjusted the dodgeable timing.
Yuga Aoyama	Quirk Skill 1 - Reduced guard-side chip damage with single press of the ground version. - Reduced guard-side stamina-gauge depletion with single press of the ground version. Quirk Skill 3 - Reduced damage-side recovery frame for the 1st hit of the ground version. - Reduced damage-side recovery frame for the 2nd hit of the ground version.
Present Mic	Target Combo - Reduced guard-side recovery frame for the final hit of the aerial version. Quirk Skill 2 - Increased projectile range of the aerial version. ▼Rising Quirk Skill 2 - Increased projectile range of the aerial version.
Kurogiri	Plus Ultra Enhanced tracking performance of the aerial version.
Izuku Midoriya One For All	Target Combo - Extended guard-side recovery frame for the 3rd hit of the ground version. - Shortened guard-side recovery frame for the final hit of the ground version. - Reduced stamina-gauge depletion for the 4th hit. Plus Ultra - Reduced stamina-gauge depletion.
Hanta Sero	Target Combo Enhanced tracking performance for the 1st hit of the aerial version.
Rikido Sato	Target Combo - Shortened reduced damage-side recovery frame for the 3rd of the ground version. - Enhanced tracking performance for the 1st hit of the aerial version.
Toru Hagakure	Target Combo Enhanced tracking performance for the 1st hit of the aerial version.
Mezo Shoji	Quirk Skill 1 - Changed so that the move can be cancelled by other Quirk Skills regardless of the number of attacks. ▼Rising Target Combo - Enhanced tracking performance for the 1st hit of the aerial version.
Koji Koda	General - Adjusted combos to cause knockdowns more easily. Counter Attack - Reduced damage of the aerial version. Unblockable Attack - Adjusted to make damage harder to extend. Quirk Skill 3 - Adjusted to make damage harder to extend. Quirk Skill 4 - Adjusted to make damage harder to extend. - Reduced damage for insects level 3. ▼Rising Rising Ability - Adjusted to make damage for insects of the ground harder to extend.
Dabi Flame of Death	▼Rising Rising Ability Fixed an issue where auto-generate flame pillar could be generated in mid-air under specific conditions.
Lady Nagant	Target Combo - Enhanced downward tracking performance for the 2nd hit of the aerial version. - Enhanced downward tracking performance for the 3rd hit of the aerial version.
Star and Stripe	General Fixed an issue where knockback time of the mid-air guard was shorter than other characters.
Nana Shimura	General - Fixed an issue where floating status was deactivated when receiving no-damage attacks with floating status. - Fixed an issue where Shimura remains on stage during sidekick change while moving with floating status. Target Combo - Changed so that the move is no longer cancellable to Quirk Skill 4 when guarded by opponents. Counter Attack - Increased hitbox size of the aerial version. - Increased hitbox size of the floating version. Quirk Skill 1 - Increased bullet speed of both the ground and aerial versions. Charged Quirk Skill 1 - Increased bullet speed. Quirk Skill 3 - Increased recovery time for the ground version when attacking the opponent. Plus Ultra - Adjusted to make Force Knockdowns harder to occur.